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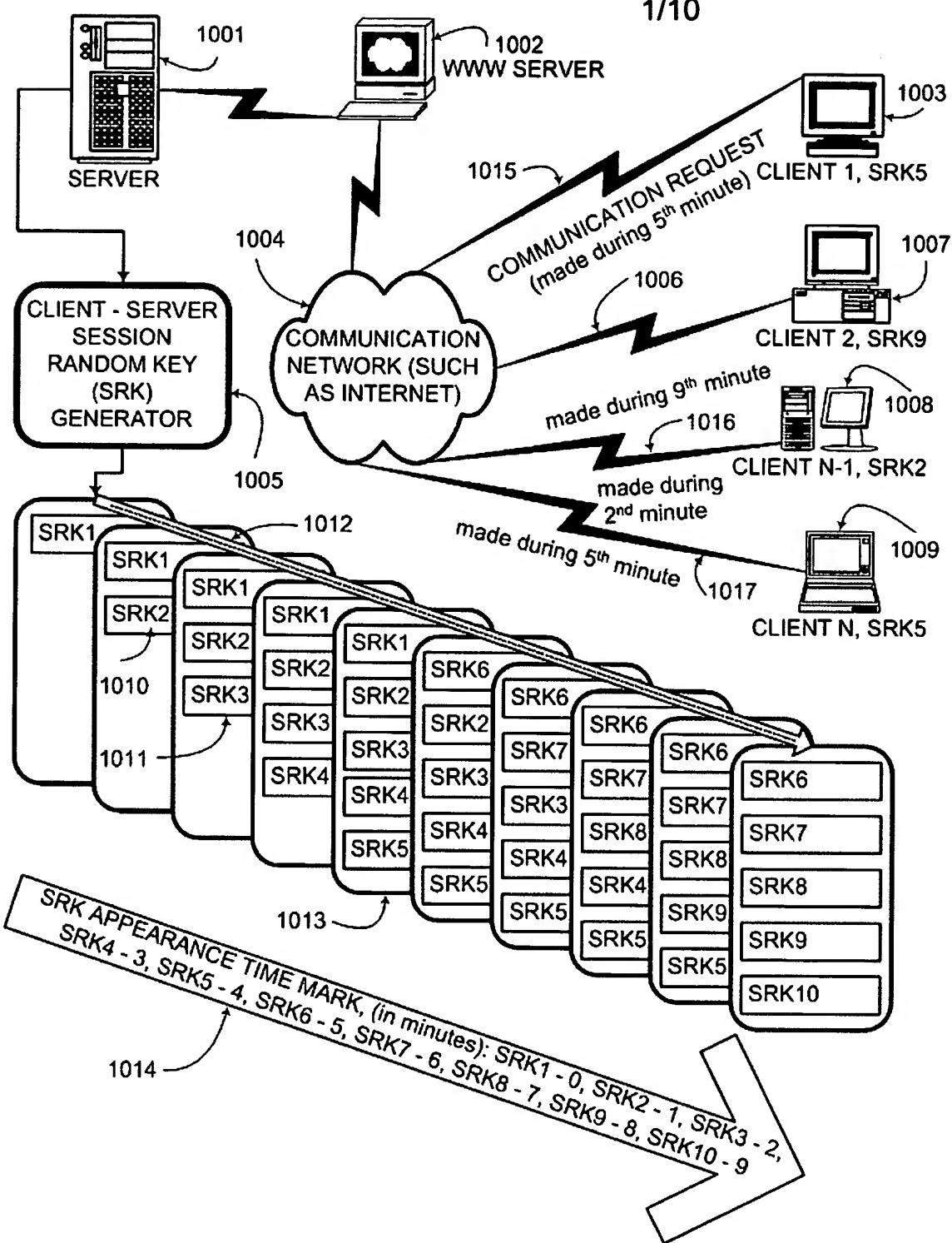


FIG. 1

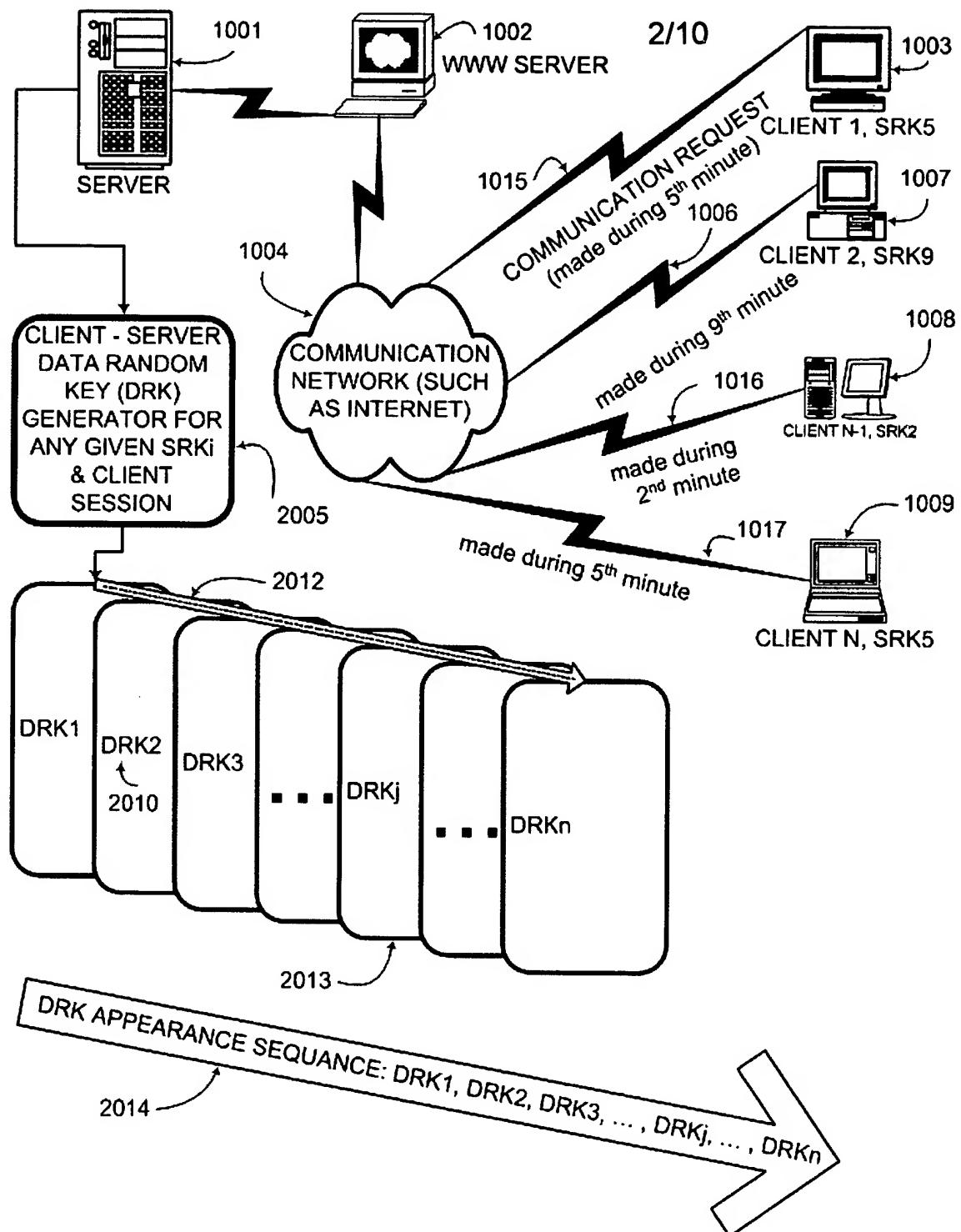


FIG. 2

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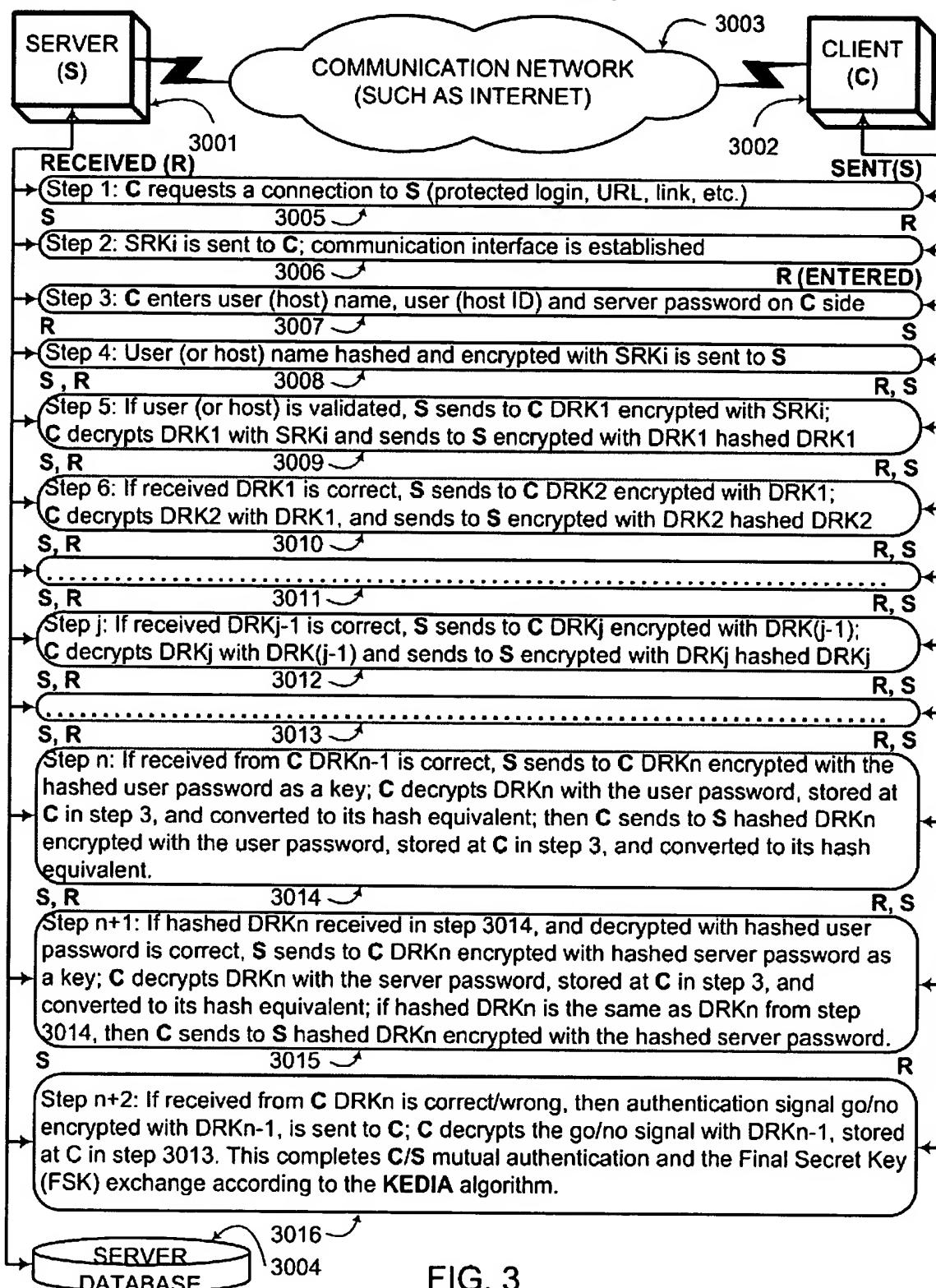


FIG. 3

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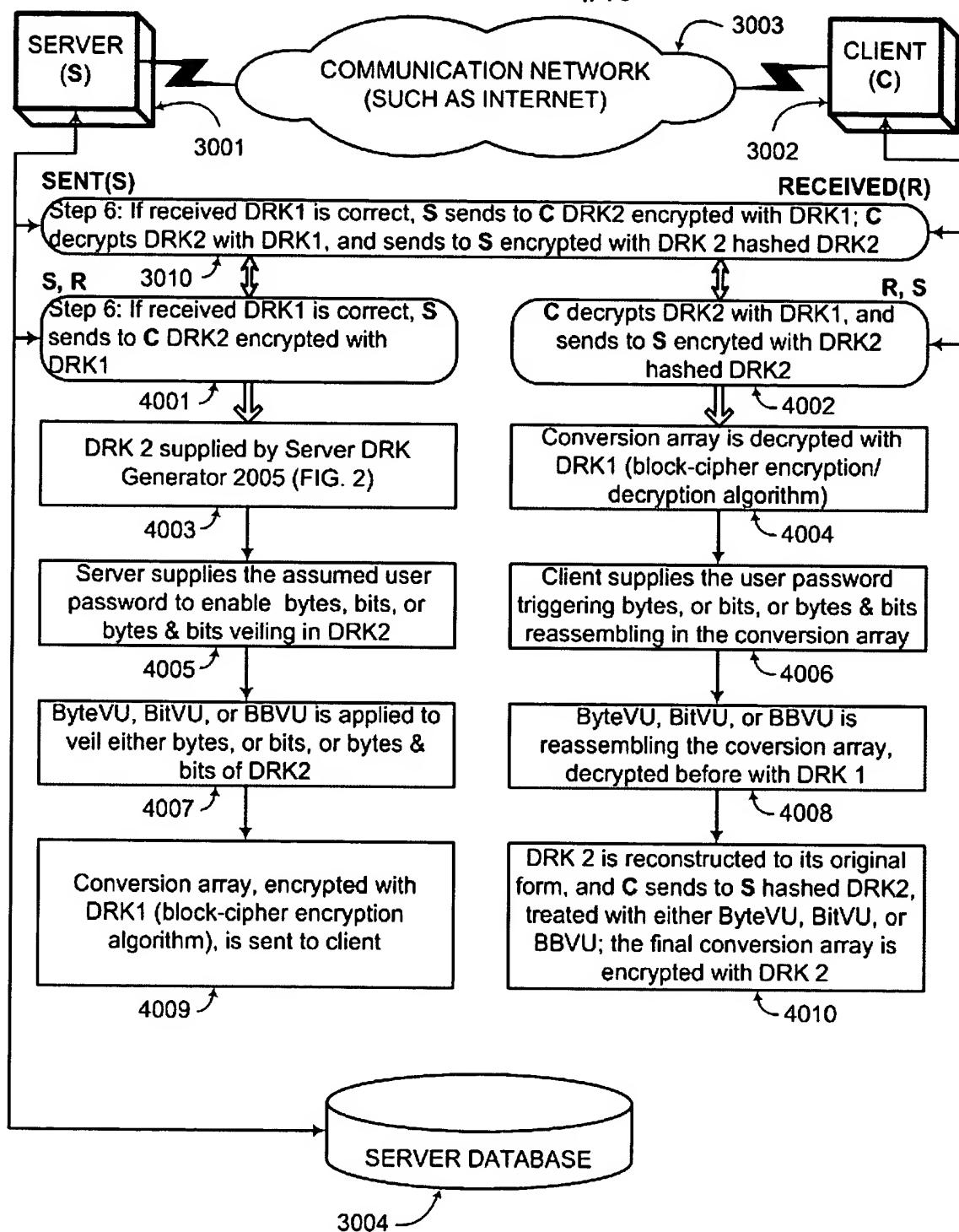


FIG. 4

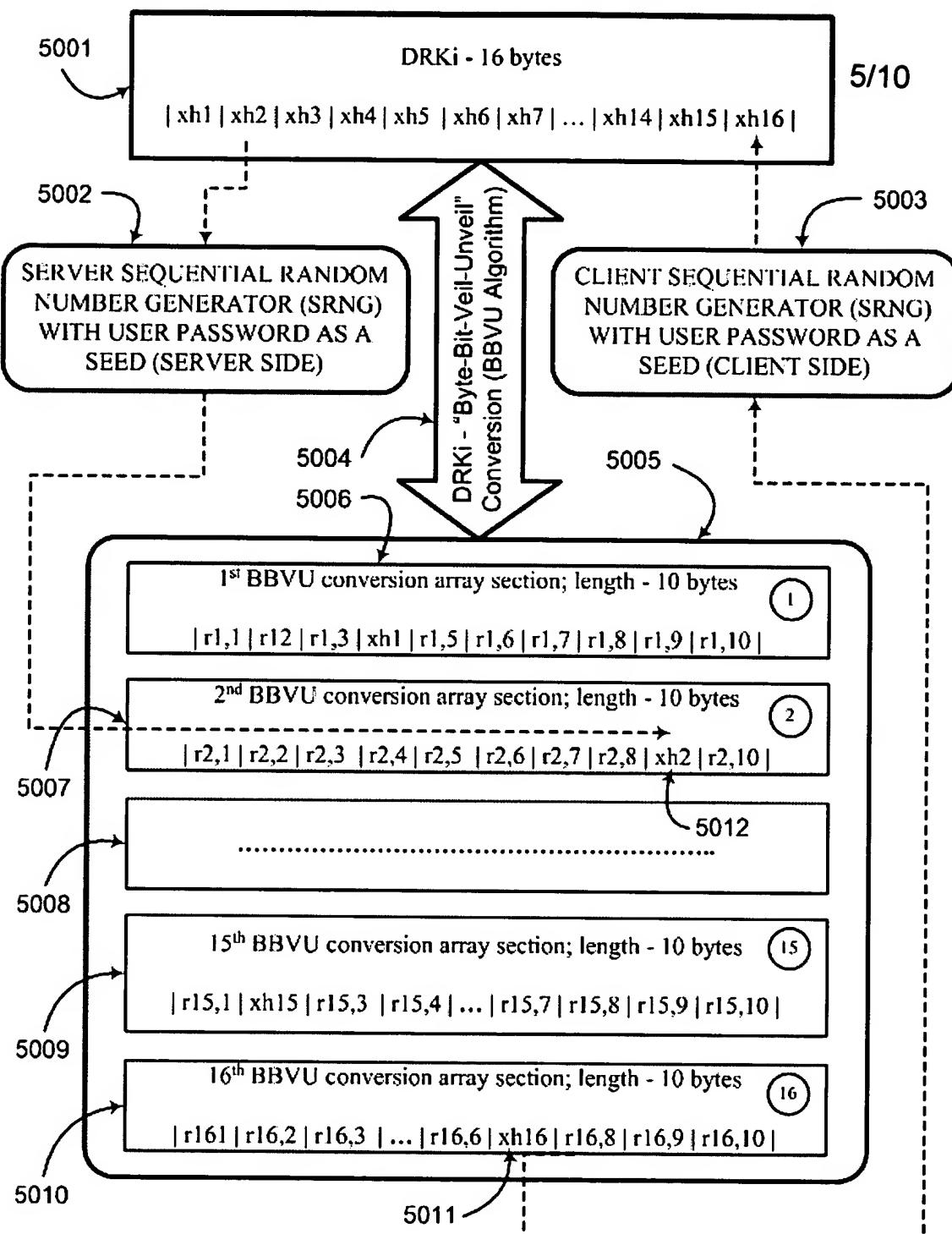


FIG. 5

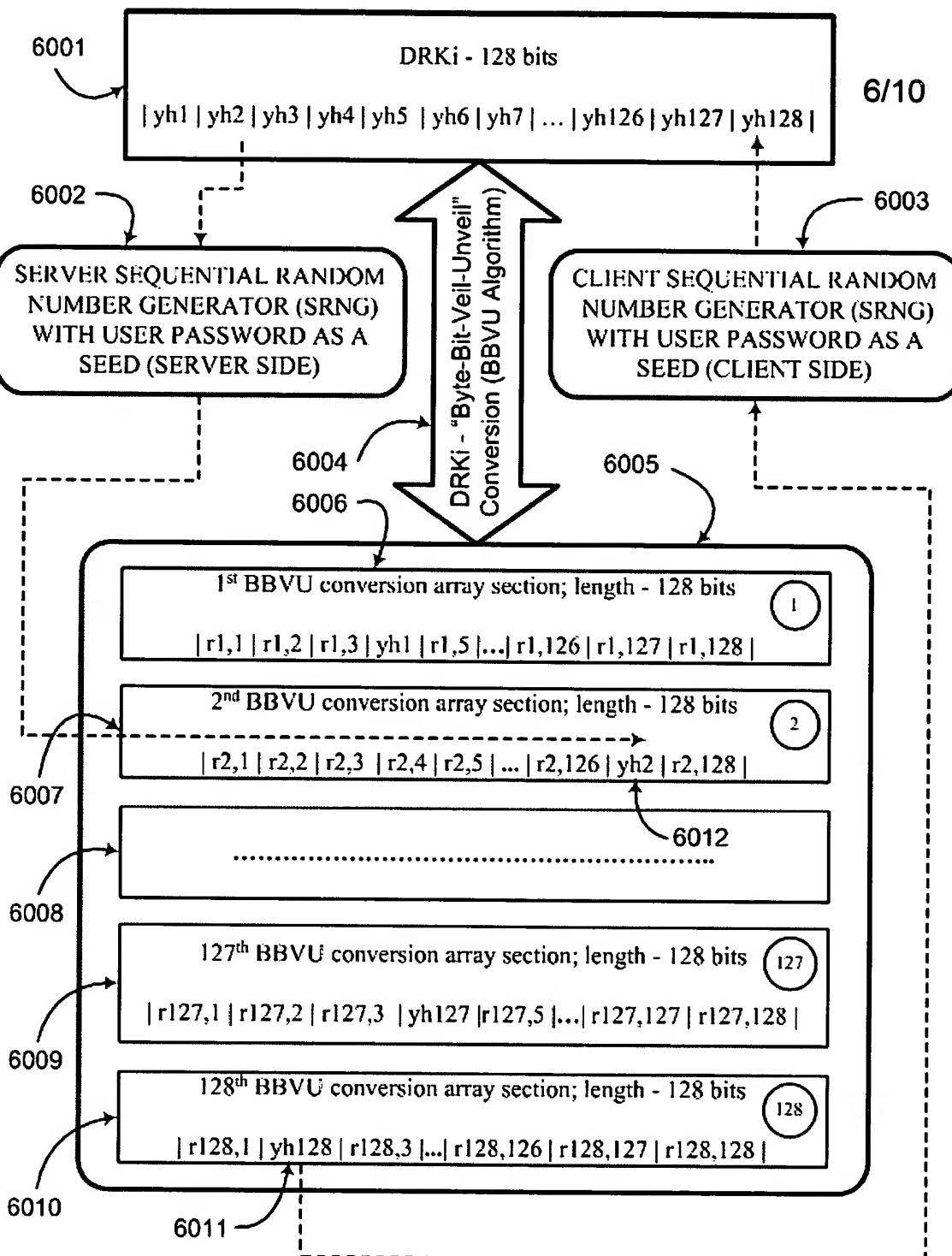


FIG. 6

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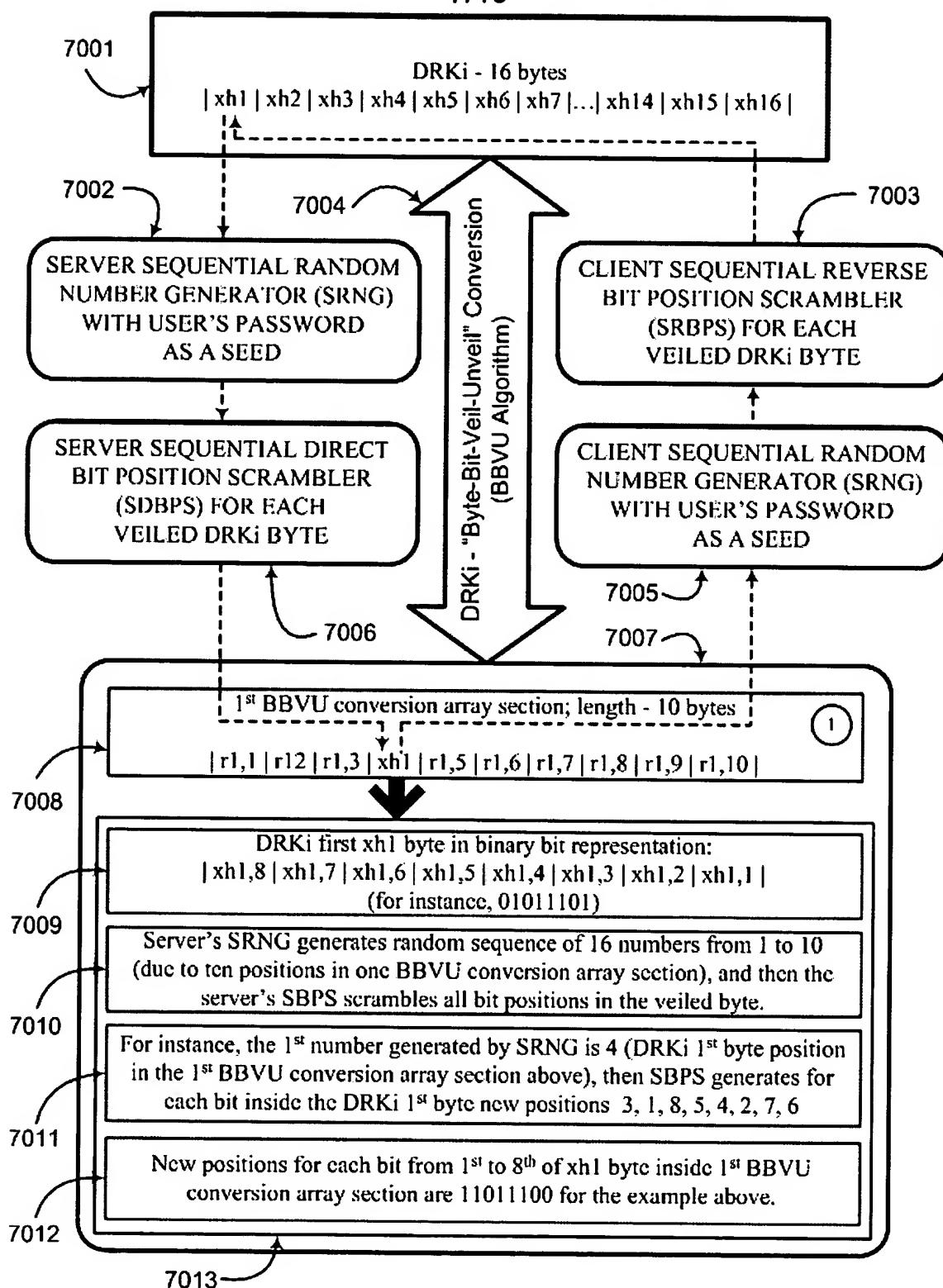


FIG. 7

MESSAGE ENCRYPT/DECRYPT ITERATIVE AUTHENTICATION (MEDIA) PROTOCOL
 (Client - Server Architecture; Password Based Mutual Authentication; Part A - SERVER SIDE)

#	SERVER	SENT	RECEIVED	E-KEY	D-KEY	ByteVU CA, SECTIONS, BYTES	SRNG SEED	C-LINE
1	www s	c connection request				no	to SERVER	
2	servlets	SRK (compiled)				no	to CLIENT	
3	dB/servlets	h-u-name	SRK	SRK	SRK	no	to SERVER	
4	dB/servlets	DRK1	SRK	DRK1	yes, 16, 25	h-u-password	to CLIENT	
5	dB/servlets	h-DRK1			yes, 16, 25	h-u-password	to SERVER	
5A	dB/servlets	no	SRK	SRK	no		to CLIENT	
6	dB/servlets	DRK2	DRK1	DRK1	yes, 16, 25	h-u-password	to CLIENT	
7	dB/servlets	h-DRK2		DRK2	yes, 16, 25	h-u-password	to SERVER	
8	dB/servlets	DRK2		DRK2	yes, 16, 25	h-s-password	to CLIENT	
9	dB/servlets	h-DRK2		DRK2	yes, 16, 25	h-s-password	to SERVER	
10	dB/servlets	go/no	DRK1		yes, 16, 25	h-u-password	to CLIENT	

8017→ Legends: SRNG - Sequential Random Number Generator,
 SRK (DRK) - Session (Data) Random Symmetric Encryption Key, ByteVU - "Byte-Veil-Unveil" Algorithm,
 E - ENCRYPTION, D - DECRYPTION, C - COMMUNICATION, u - user, h - hashed, p - protected
 c - Client, s - Server, dB - Database, CA - ByteVU Conversion Array

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FIG. 8A

MESSAGE ENCRYPT/DECRYPT ITERATIVE AUTHENTICATION (MEDIA) PROTOCOL
 (Client - Server Architecture; Password Based Mutual Authentication; Part B - CLIENT SIDE)

C-LINE	SRNG SEED	ByteVU CA, SECTIONS, BYTES	D-KEY BY CLIENT	ENTERED	RECEIVED	SENT	CLIENT	#
to SERVER	no						p-link / URL	WAN/LAN 1
to CLIENT	no						GUI, SRK (compiled)	applet logic 2
to SERVER	no		SRK	u-name, s- & u-passwords		h-u-name	applet GUI	3
to CLIENT	h-u-password	yes, 16, 25	SRK					
to SERVER	h-u-password	yes, 16, 25	DRK1		DRK1	h-DRK1	applet logic	4
to CLIENT	no	SRK						5A
to CLIENT	h-u-password	yes, 16, 25	DRK1				applet GUI	5
to SERVER	h-u-password	yes, 16, 25	DRK2		DRK2	h-DRK2	applet logic	6
to CLIENT	h-s-password	yes, 16, 25	DRK2					7
to SERVER	h-s-password	yes, 16, 25	DRK2		h-DRK2	h-DRK2	applet logic	8
to CLIENT	h-u-password	yes, 16, 25	DRK1			go/no	h-DRK2	9
							applet GUI	10

8017 → Legends: SRNG - Sequential Random Number Generator,
 SRK (DRK) - Session (Data) Random Symmetric Encryption Key, ByteVU - "Byte-Veil-Unveil" Algorithm,
 E - ENCRYPTION, D - DECRYPTION, C - COMMUNICATION, u - user, h - hashed, p - protected
 c - Client, s - Server, CA - ByteVU Conversion Array

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FIG. 8B

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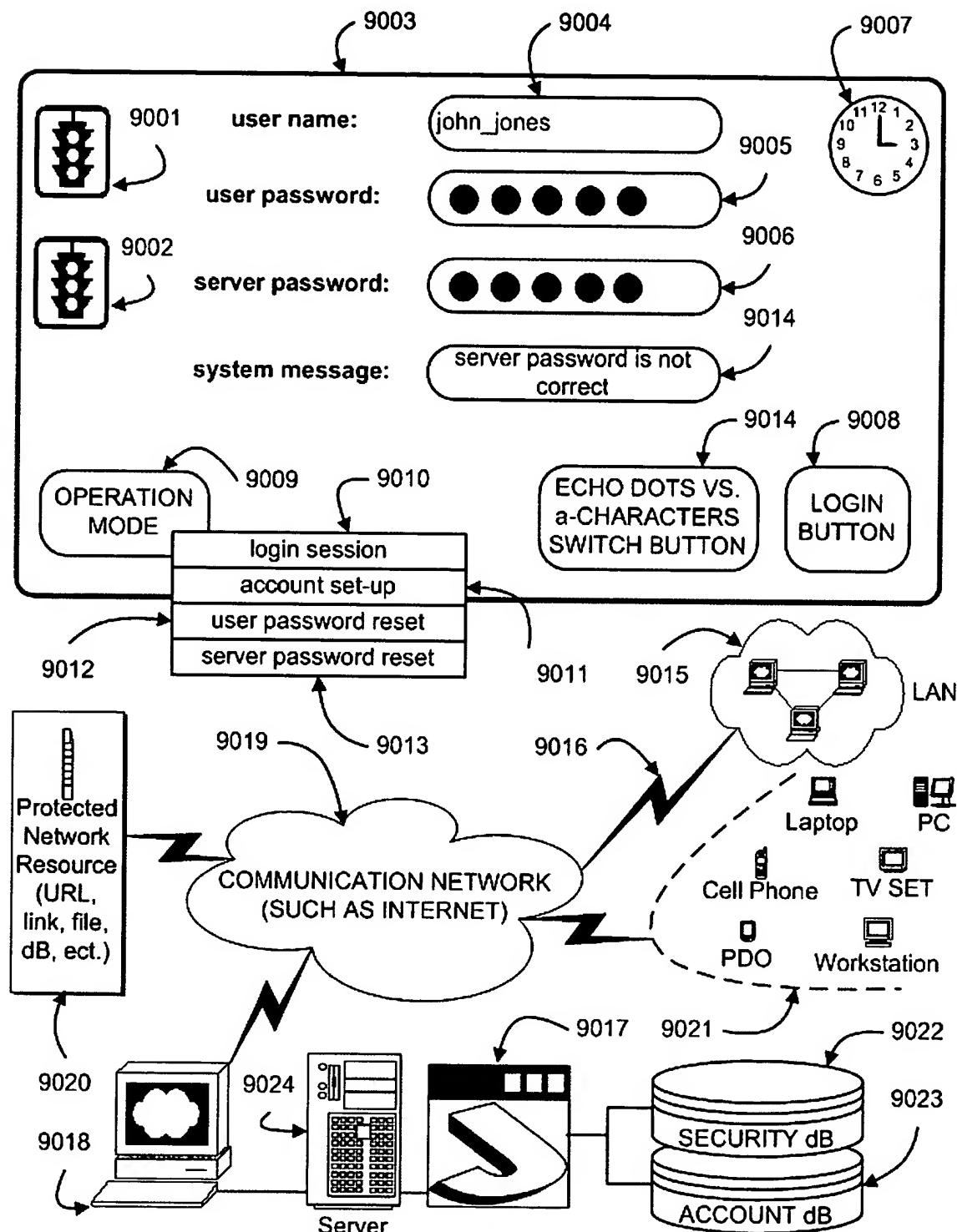


FIG. 9